CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

Fighter

Battlemaster

MARTIAL ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- SAVING THROWS
- ATHLETICS

DEXTERITY
- SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION
- SAVING THROWS

INTELLIGENCE
- SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM
- SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA
- SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used / Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

ACTION SURGE

EXTRA ATTACK

INDOMITABLE

SUPERIORITY DICE

Used / Total

Die

MANEUVER SAVE DC

ADDITIONAL COMBAT FEATURES

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

MEDIUM ARMOUR

HEAVY ARMOUR

SIMPLE WEAPONS

MARTIAL WEAPONS

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

FIGHTING STYLE — LEVEL 1

SECOND WIND — LEVEL 1

On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE — LEVEL 2

On your turn, you can take one additional action on top of your regular action and a possible bonus action. You must finish a short or long rest before you can use this feature again.

At 17th level, you can use it twice before a rest, but only once on the same turn.

BATTLEMASTER FEATURE — LEVEL 3

EXTRA ATTACK — LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level.

BATTLEMASTER FEATURE — LEVEL 7

INDOMITABLE — LEVEL 9

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

BATTLEMASTER FEATURE — LEVEL 10

BATTLEMASTER FEATURE — LEVEL 15

BATTLEMASTER FEATURE — LEVEL 18